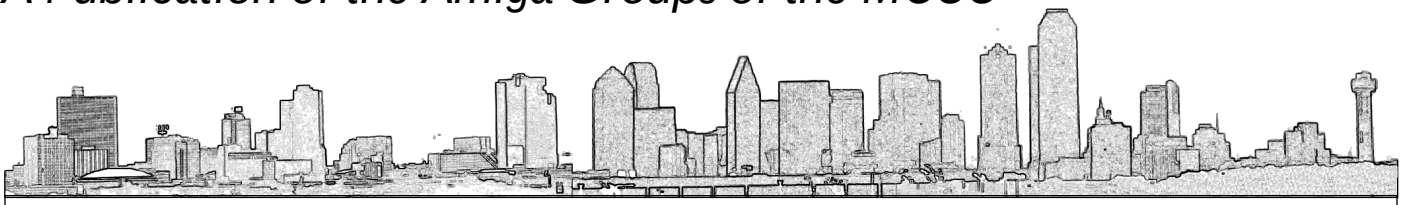
# The AGM Connection

*A Publication of the Amiga Groups of the MCCC*



*Fort Worth* *September 1998* *Dallas*

## Fleecy Moss Speaks

*The following represents excerpts from an IRC conference recently held by Fleecy Moss. For the full conference text, check the AGM web site.*

*Q. What is the optimum for a developer box?*
*A. For OS5Dev, any x86 box will serve as a base (233+) but since we intend to be on it for as short a time as possible, we will only write drivers for one or two cards so that will be your problem if you don't go with the AInc solution. We hope to offer a low end and a high end solution.*

*Q. Will Joe Torre's departure affect development of the new machine, and when can we expect to see the new machine (or proper specs)?*
*A. Joe's departure will affect it in as much as we'll miss the little bugger. He was working closely with the GW2K staff to get the dev box done but I think most of the design work was done. I work from the home and not the office so I don't know. The specs should be out by or at Cologne. As for seeing it, as I explained in csa.misc, the bits are coming together but we are not sure whether ALL the bits will be ready by Cologne. We will show it but it might not be available for sale by then. GW2K are getting 3000 orders a day more than they can fill so we may have to look elsewhere.*

*Q. What language are we going to be using? I assume 'C' but will it be Gcc ? We need to spend this time before the release of the Dev system learning the language NOW.*
*A. C++ first and foremost, then Java. We are talking and the ICOA is working on a model to bring more languages as quickly as possible. I hope so because I HATE C++.*

*Q. How many major developers have actually indicated an interest in the platform — enough to make the platform viable once more ? Any 'killer apps' on the horizon ?*
*A. Developers — I have spoken to as many of the commercial developers as I can and they are a) looking forwards to developing for OS5 b) wondering how they are going to stay alive long enough to get there. We have plans to help them on both accounts.*

*Q. This may sound a bit negative, but I am an seeing-is-believing kinda person. You just told that the team that is designing OS5 is pretty small. Why do you think you (and your team) can create a complete new OS in so little time? I mean, BeOS for example had a lot more developers for a longer time... And even if it could be done, why do you think it will be better than other OS's.*
*A. As a PM of some ten years experience, I can tell you that small teams ARE the best — always. They maintain focus and consistency in a design. Once the design is completed, then you can bring more programmers in on the job. Why do I think it will be better? Because of Allan, and the ppl he is bringing into this? These ppl are top in their fields and once we take them on board and announce them, you will see that. These are ppl who want to be the next great thing and who feel stymied in existing companies. They have found a home with us. Time is a concern, as always — but we have lots of Jolt.*

*Q. Maybe a silly question, but: I have read that you hope to have Amigas out for $500. How would you be able to manage to sell a product like this at such a low low price? (and do you mean just the motherboard for $500 or HD, CD, Monitor etc..). How can GW be willing to fund such a high risk project at such low profit margins, are they planning on dumping the PC for the SuperAmiga?*
*A. Have you looked at the Dreamcast specs and price, the Project X? HW technology is coming together, and the MMC adds several new twists to it. Will GW2k abandon PCs — not until we have proved we make them redundant.*

*Q. Any plans for a laptop Amiga? and will ARexx still be part of future AmigaOS's? (updated maybe?)*
*A. As I said before, the MMC can work perfectly well in a laptop. If Pios or P5 or someone wants to make one then it will be fine with us. Arexx? Allan likes it, I like it.*

# Extravaganza Update

*We still need your suggestions for classes, so keep them coming. On Video of Carrollton has agreed to attend this year's show. They will have both new and used hardware and software for sale. Due to the unavailability of 4000T's, the raffle has been canceled. The Flea market forms will be available at the September meetings. Below is a list of collectors for flea market items if you cannot attend a meeting.*

- *Mark Stodola Cedar Hill (972) 299-6824*
- *Ned Kelly Arlington (817) 277-5825*
- *David Owens Forth Worth (817) 577-2304*
- *Ken Doll Plano (972) 424-9782*

*If you have any questions or comments leave me email on the BBS or the Internet at mstodola@airmail.net or call me at metro (972) 299-6824.*

*...Mark Stodola*

# The Net Connection

*Here's what's new to the AGM web site this month:*

- *Fleecy Moss Speaks — The complete IRC transcript*
- *Latest News And Views — from Jeff Schindler of Amiga, Inc.*
- *Kaffe With My Java — First experiences with Java, from Joe Gilmore, via the Queens Bits newsletter, Queens Amiga User Group*
- *Voice Mail on the Amiga — by Fabian Jimenez, via the Internet*
- *Review of NewsRog — by Justin Smith (A UseNet review)*
- *Review of Wordworth 7 — A UseNet review — author unknown*
- *Picks of the Month—My picks of the best new files of the month... with downloadable files.*

*...Bill Raecke*

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*MCCC*
*P.O. Box 813*
*Bedford, Texas 76095*

*Please Forward*
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*http://www.startext.com/np/agm/*

# September Calendar

*Sep 1 — MCCC Board of Director's Meeting*
*7:30 pm — Ned Kelly's Place*
*2709 Wolff Drive, Arlington*

*Sep 8 — Amiga By-The-Loop Chapter*
*7:30 pm — Bell Helicopter Training Facility*
*Trinity at Norwood, Hurst*

*Sep 17 — Amiga North Dallas Chapter*
*7:30 pm — SMU Building*
*Collins Blvd. & International Pkwy, Richardson*

*Newsletter Deadline — September 26, 7:00 am*

*Oct 10 — Fleamarket Extravaganza — 12:00 – 4:00*

# Membership Watch

*Expired August, 1998*

*Joe Dwyer* *Fred Noble*
*Jim Waters* *Harold Williams*

*Expiring September, 1998*

*John Malmstrom* *Mark Renfro*